

CHAPTER V

CONCLUSION

A. Conclusion

Based on the result of this research about “*The use of Circle Games as a Strategy to Improve the Students in English Vocabulary (An Experimental Research at Seventh Grade of MTS Pondok Pesanteren Modern Darunna’im Cirende Kalang Anyar Lebak-Banten*”, the students have difficulty to use vocabulary and the researcher gives some conclusion as follow:

- The students ability on vocabulary at seventh grade of Modern Boarding School Rangkas Bitung was good. The score $0,94 > 0,04$. It can be showed from the result of data analysis that mean of post-test is better than pre-test.
- Circle Games can be influenced because emphasized students activity for an in-depth investigation of a topic, gain the interest of student and they can make it easier to memorize vocabulary. Thus, students can more easily know something by its name.
- Based on the analysis, it was known according the data of pre-test that the mean of first formula is 0,94 and the mean of effect size is 0,04. Meanwhile, the mean of $t_{observation} = 0,94 >$

$t_{table} = 0,04$ (5%), so that H_o is rejected and H_a is accepted.

Its mean that Circle Games had significant effect in students learning vocabulary.

B. Suggestion

According to the conclusion above, the researcher would like to give some suggestion as follow:

1. The teacher should use Circle Games as topic towards students vocabulary. Thus, the students can produce better in vocabulary.
2. The teacher should motivate their students to keep learning and vocabulary use a games. It is make the students more interested to memorise vocabulary for daily routine.
3. The teacher should be more creative to find out the various games to teach vocabulary. There are many games that make students memorize vocabulary. Or the teacher can ask the students the games they like, it is more interesting for students.